The following listing of claims replaces all prior versions and listings of claims in this application.

Listing of Claims

Claims 1-96 (cancelled)

97. (new) A method of playing a game via a network, comprising:

communicating via the network with a plurality of players at respective player nodes to enable play of the game between the plurality of players;

causing, via the network, each of the player nodes to display game token representations during the play of the game between the plurality of players; and

communicating, via the network, game play information associated with the performance of the game between the plurality players to each of the plurality of player nodes.

98. (new) A method as defined in claim 97, wherein the game play information associated with the performance of the game includes at least one of player identity information and player rank information.

99. (new) A method as defined in claim 97, wherein the game token representations correspond to electronic card representations.

100. (new) A method as defined in claim 97, wherein the network includes at least one of the Internet and a local area network.

101. (new) A method as defined in claim 97, wherein the game is a card game.

102. (new) A method as defined in claim 101, wherein the card game is blackjack.

103. (new) A method as defined in claim 97, further comprising communicating, via the network, presentation information to each of the players, wherein the presentation information is configured to cause a first presentation to be displayed at each of the player nodes without a player request to display the first presentation, and wherein the first presentation is further configured to cause the display of a second presentation in response to a player action.

104. (new) A method as defined in claim 103, wherein at least one of the first and second presentations includes advertising information.

105. (new) A method as defined in claim 104, wherein the advertising information is related to one of a product and a service.

106. (new) A method as defined in claim 103, further comprising communicating to a third node communicatively coupled to the network, information indicative of a player action associated with at least one of the first and second presentations.

107. (new) A method as defined in claim 103, wherein at least one of the first and second presentations is configured to occupy a portion of a player node display.

108.   (new) A method of playing a game via game playing module, comprising:

communicating via the game playing module with a plurality of players at respective player stations to enable play of the game between the plurality of players and the game playing module;

causing, via the game playing module, each of the player stations to display game token representations during the play of the game between the plurality of players and the game playing module; and

communicating, via the game playing module, game play information associated with the performance of the game between the plurality players and the game playing module.

109.   (new) A method as defined in claim 108, wherein the game play information associated with the performance of the game includes at least one of player identity information and player rank information.

110.   (new) A method as defined in claim 108, wherein the game token representations correspond to electronic card representations.

111.   (new) A method as defined in claim 108, wherein the game playing module is communicatively coupled to the player stations via a communication network.

112.   (new) A method as defined in claim 108, wherein the game is a card game.

113.   (new) A method as defined in claim 112, wherein the card game is blackjack.

114.   (new) A method of playing a game via a network, comprising:

communicating via the network with a first player at a first node to enable play of the game by the first player;

communicating via the network with a second player at a second node to enable play of the game between the second player and the first player; and

communicating information associated with the performance of the game by the second player to the first player.

115.   (new) A method as defined in claim 114, wherein the network includes at least one of the Internet and a local area network.

116.   (new) A method as defined in claim 114, wherein the information associated with the performance of the game by the second player includes at least one of information associated with the identity of the second player and a rank of the second player.

117.   (new) A method as defined in claim 114, wherein the game is a card game.

118.   (new) A method as defined in claim 117, wherein the card game is blackjack.

119.   (new) A method as defined in claim 114, further comprising communicating, via the network, presentation information to the first player, wherein the presentation information is configured to cause a first presentation to be displayed at the first node without a request to display the first presentation by the first player, and wherein the first presentation is further configured to cause the display of a second presentation in response to an action by the first player.

120.   (new) A method as defined in claim 119, wherein at least one of the first and second presentations includes advertising information.

121.   (new) A method of playing a game via a network, comprising:

communicating to a first user node, via the network, first information to enable the first user node to perform a first instance of the game;

communicating to a second user node, via the network, second information to enable the second user node to perform a second instance of the game during the performance of the first instance of the game; and

communicating presentation information to the first user node, wherein the presentation information is configured to cause the first user node to display a first presentation during play of the first instance of the game, and wherein the first presentation information is configured to be responsive to a user action at the first user node to cause the display of a second presentation at the first user node.

122.   (new) A method as defined in claim 121, wherein the first presentation is not presented in response to a user request to display the first presentation.

123.   (new) A method as defined in claim 121, further comprising communicating second presentation information to the second user node, wherein the second presentation information is configured to cause the second user node to display a third presentation during play of the second instance of the game, and wherein the third presentation is configured to be responsive a user action at the second user node to cause the display of a fourth presentation at the second user node.

124.   (new) A method as defined in claim 121, further comprising communicating to a third node communicatively coupled to the network, information indicative of a user action associated with at least one of the first and second presentations.

125.   (new) A method as defined in claim 121, wherein at least one of the first and second presentations is configured to occupy a portion of a display associated with the first instance of the game.

126.   (new) A method as defined in claim 121, wherein the first information is provided via a game playing node communicatively coupled to the network and at least one of the first and second presentations is provided via an advertising node communicatively coupled to the network.

127.   (new) A method as defined in claim 121, wherein at least one of the first and second presentations includes advertising information.

128.   (new) A method as defined in claim 127, wherein the advertising information is related to one of a product and a service.